

M A N U A L

NEUROMANCER

A CYBERPUNK ROLE-PLAYING ADVENTURE



IndyPlay

Neuromancer

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Once you are identified, the FAX Main Menu will appear, listing your options. You can always exit from any menu by selecting the EXIT option or by typing "X" on your keyboard. The Main Menu lists the following services:

- EXIT SYSTEM**

 - 1. FIRST TIME FAX USER INFO**
 - 2. ACCESS BANKING INTERLINK**
 - 3. NIGHT CITY NEWS**
 - 4. BULLETIN BOARD**

Make your selection by typing the option number on your keyboard, or by selecting it with your joystick or mouse.

FIRST TIME FAX USER INFO

A brief history of the FAX network.

ACCESS BANKING INTERLINK

This option brings up the banking menu. At the top of the screen, your name is displayed along with your NAME account number, the amount on your credit chip, and your current bank account balance.

The **DOWNLOAD CREDITS** option lets you transfer a specific amount of credits from your bank account to your credit chip.

The **UPLOAD CREDITS** option lets you transfer a specific amount of credits from your credit chip to your bank account.

The **TRANSACTION RECORD** option lists the four most recent transactions in your bank account—debits, credits, and official government fines.

NIGHT CITY NEWS

This option puts you into the Night City News system.

To read an article, select one of the listed headlines with your joystick or mouse, or by typing the headline number. The **MORE** option should be used to view headlines that have appeared after the first screen fills up.

BULLETIN BOARD

This option puts you into the personal message system on the FAX. You can view the daily messages or send one yourself. If you select VIEW MESSAGES, a message menu will appear.

To read a message, select one from the list with your joystick or mouse, or by typing the message number. Be sure to read all the messages by using the MORE option.

DECK OPERATION

The given examples use keyboard commands, but these steps can also be accomplished with a joystick or mouse.

BASIC DECK OPERATION

If you're in a room with a cyberspace jack and you've learned some database link codes, you can use your deck to "dial" into the database using this procedure (if you have the proper level of Comlink software):

1. Type "V" for Inventory. The Inventory list will be displayed.
2. Select the "DECK" or whatever deck you have with you by typing the corresponding number from the list. The Operate/Database/View/Draw menu will be displayed.
3. Type "OP" to operate the deck. A list of software will be displayed.
4. Select your highest level of Comlink software (Comlink 1.0, for example) by typing its number. You will be asked to enter the Comlink code for the database you wish to access.
5. Enter the Comlink code. A proper code (such as "CHIMAP") for the Chimp World database with the proper level of Comlink software will jack you into the database. If you enter an incorrect code, you can keep trying again until you press Return to stop. If you make a mistake while typing the Comlink code, just backspace and type over your mistake.
6. From the space bar to bypass the database's introductory screen, and then type the password for the database when requested to do so.

CYBERSPACE DECK OPERATION

If you have a cyberspace-capable deck, you can either use it to log onto a database in the usual way or you can enter cyberspace. You need Camlink 8.0 to access cyberspace. Follow this procedure for cyberspace access:

1. Type "I" for Inventory: The Inventory list will be displayed.
2. Select your cyberspace deck by typing the corresponding number from the list. The Operator/Descent/Give menu items will be displayed.
3. Type "O" to operate the deck. A list of software will be displayed.
4. Select your Camlink 8.0 software.
5. Camlink 8.0 will give you the option of either entering a link code or entering cyberspace. Select the Enter Cyberspace option. Your screen display will be altered to show cyberspace and your cyberspace deck controls.

Your initial location in cyberspace is determined by your cyberspace jack location. If you're using the cyberspace jack at Cheap Hotel, you will enter cyberspace beside the geometric form that represents the Cheap Hotel base.

ACTION EXAMPLES

Note: The given examples use keyboard commands, but these steps can also be accomplished with a joystick to mouse by pointing to the desired option and pressing the joystick/mouse button.

TO GIVE SOMEONE AN ITEM:

1. Display the Inventory list by typing "I".
2. Type a number on the keyboard to select the item you want to give. You may give anything except, including credits.
3. The Operator/Descent/Give menu will be displayed. Type "G" for Give.
4. If you selected "credits" to give away, the amount of credits you have on your credit chip will be displayed, followed by "Give how much?" Type in the amount you wish to give (44, for example), followed by a Return. The amount will be deducted from your credit chip.
5. The item or number of credits you specified will be given to the other person in the room.

TO INSTALL A SKILL CHIP:

When you acquire a skill chip, you carry it in your inventory, until you implant it in your skull using this procedure:

1. Type "I" to display the Inventory list.
2. Select the skill chip you wish to implant by typing the corresponding number from the list. The Operate/Insert/Give menu will be displayed.
3. Type "O" to operate the skill chip. The skill chip will disappear from your inventory list, since it has been implanted in your skull and is now available for your use. You may now select the Skills icon to see the skill.

TO USE AN IMPLANTED SKILL:

You can only use a skill after it has been implanted in your skull.

1. Type "S" for Skill. Your implanted skills and skill levels will be displayed.
2. Select the skill you wish to use by typing the corresponding number from the list. For this example, we'll select "Cryptography." The Cryptology window will appear, asking for a word to be decoded.
3. Type the word to be decoded and press Return. The answer will be displayed.
4. The Cryptology skill can be used repeatedly, so it will ask for another word to be decoded. Just hit Return to exit.

DOWNLOADING SOFTWARE TO YOUR DECK:

When you're in the software library of a database, viewing a list of programs, you may wish to download (transfer) some software to your deck. This is accomplished by selecting the software you desire, by its corresponding number. You will receive a "download complete" message when the transmission is finished. The software is now available to you when you operate your deck.

USING SOFTWARE IN CYBERSPACE

1. Type "I" (for Inventory): Your list of your software will be displayed.
2. Select the software you wish to use by its corresponding number.

USING A ROM CONTRACT

1. Type "C" (for Rom Contract): The Rom Contract options will be displayed.

Rom Contract	
1.	Software Debing
2.	Software Analysis
3.	Monitor mode

When you select the Software Debing or Software Analysis options, you are asking use of the Rom Contract's skills in those areas. Once selected, they each display your software list. Select the software you wish to debing or analyze and the Rom Contract will go to work.

The Monitor option must be activated if you want the Rom Contract to be aware of your current activities. This is useful when things are happening so quickly that you may not be aware of certain things... such as your impending death. In monitor mode, if the Contract realizes you're about to die, it won't hesitate to let you know about it.

ERASING SOFTWARE FROM YOUR DECK WHEN IN THE REAL WORLD

1. Type "Y" (for Inventory): Your list of items will be displayed.
2. Select your deck by pressing its number.
3. The Operate/Destroy/Over/Erase menu will appear. Type "E".
4. A list of software in your deck will appear. Type the number of the piece of software you want to erase. It will be erased permanently. The only way to get it back is to download it again from the place you got it.
5. You can keep erasing software one at a time. Type "X" (for Exit) when you're finished.

APPENDIX A: LIST OF SKILL CHIPS

(See the “SKILL CHIPS” section on page 7 for a general discussion of that subject.)

COPTALK Used in the Real World to disguise yourself by talking like a cop with an Irish accent. This can be useful for interrogating the right people.

BARGAINING Used before purchasing things in the Real World; this skill can bring the price down. Most people already know this trick or they have a Bargaining skill chip of their own, so it won't always work.

CRYPTOLOGY Used in the Real World to analyze passwords and decode them. You may occasionally come across a password that can't even be decoded by the highest level of this skill chip, in which case you'll have to figure out where to go to decode it yourself.

MUSKETEERSHIP Used in the Real World to play various styles of music for amusement.

SOFTWARE ANALYSIS Finds out and tells you the function of your software.

DEBUG Repairs damaged software on your desk.

HARDWARE REPAIR Locates and repairs problems with your desk.

ICE BREAKING Used at the beginning of an ICE combat session in cyberspace; this skill applies your previous experience with ICE breaking to locate weaker points in the ICE protection, making it easier to break in.

EVASION Gives you a chance to retreat from combat with an AI when you realize you're not prepared for this particularly horrible form of assault.

ZEN Calms your mind after mental shocks. It's sort of Dave Peltzer was a Zen master.

You'll find other skill chips throughout the course of the game, but you'll have to find out about those yourself. Try as many as you wish—of you can afford them.

DATABASE NOTES

Database Name	Link Code	Accession/ID	Level	Notes
CHEAP Note	CHEAP	COCKROACH	2	

CYBERSPACE NOTES

Defender name	Zone #	App/Coordinates	Notes

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Neuromancer

INTRODUCTION

He closed his eyes

Found the ridged form of the power stud

And on the bloodlit dark behind his eyes, where phosphores backlit it from the edge of vision
Cyberspace images jelling past like a film compiled from random fragments. Ventrals, figures
Faces, a blurred, fragmented mandala of visual information

Please, he prayed, not—

A grey disk, the color of Cyber city

Now—

Dark beginning to rotate faster, becoming a sphere of pale gray. Expanding

And fused, flowered for him, fired neon circuits, took the unfolding flow that once was his
his reality, transparent, 3D dashboard extending to infinity. Into Cyberspace, into the 4D pop of
world, personal of the Rationed Pleasure Authority learning to void the gross values of
Matrioshka Bank of America, and back and very far away he saw the spiral arms of nebulae,
systems, forever beyond his reach

And somewhere far away laughing, in a white-painted left, distant fingers, curving the dark
beams of release striking his face

—going into cyberspace, from the book NEUROMANCER, by William Gibson

"The matrix has its roots in primitive arcade games," said the voice over. "In early graphics
programs and military experimentation with visual jacks. On the Sony, a two-dimensional
space was filled behind a forest of mathematically generated forms, depicting the topological
processes of logarithmic spirals, solid blue military footage beamed through. This matrix went
into test systems, helmets feeding into live control rooms of tanks and war planes. This is Cyberspace.
A continuous hallucination, a programmed study by billions of logarithmic operations, using wave motion
by the lines being taught mathematical concepts. A graphic representation of data observed
from the banks of every computer in the human system. Unthinkably complex, yet. Layers of light
ranged in the compass of the mind, shapes and colors, features of data. Take into light,
reading."

—a hard drive describing cyberspace, from the book NEUROMANCER

THE "REAL" WORLD

Wastewater is a winner Friday role-playing game set in the year 2050. Your real world location is Chiba City, by Tokyo Bay in the Kanto District of south-central Honshu, Japan. It is known as a magnet for the Sprawl's techno-stained nihilismers, notorious for its stretched-out of black machines and Body Shops. Criminal activity in Chiba is a constant existential battle and death in the pursuit of for business, consciousness, lack of grace, or the failure to meet the demands of the virtual protocol. As one end of the city is the towering hologram legs of Papa Kintaro, dominating the skyline over the high tech zone. At the other end is the Chiba Spaceport, gateway to the virtual colonies of Frontside and Back Chamber.

Since *Wastewater* is a role playing game, you'll start the game by customizing your character through the "Real World" areas of Chiba City. Skills in the form of "skill chips" implanted directly into your brain pack must be purchased and developed to ensure your continued survival in this complex world. Skills will be discussed later in more detail.

In the Real World, interactions with the citizens of Chiba are important. Through dialogue, you can make friends or enemies. Some people can be very helpful, going as far as to give you things you need. Others can be downright unfriendly, keeping vital information from you if you say the wrong thing. Information is power—and you don't have much when you start the game.

Another important source of information is the FAX, Public Access location conveniently located around the city, providing private citizens with the means to stay current with the rest of the world. The FAX offers a newspaper, the Night City News; a Public RES (Bulletin-Board System) for personal messages; and Family Banking services (yes, money is important in your survival). The Night City News is updated daily, so it's a good idea to refer to it at least once every 24 hours. The FAX RES will remind you that you're not alone in this world—you have friends who are happy to help when they can.

YOUR PURPOSE IN LIFE

And what about your friends? Curiously enough, you seem to have fewer of them these days. Is it because of your breath? Maybe it's because you haven't taken a bath recently? Or is Chiba City so survival more valuable and less costly than friends? You've heard rumors that several cyberspace overlays have disappeared—and not all of them were your friends. Where have they gone? You suspect that the answer lies in cyberspace, but you've fallen on hard times. You had to pawn your deck for some cash as soon as you arrived in Chiba City. You've spent the last two days in a drunken stupor, wandering what to do. Now it's time to act. The fate of your remaining friends, and yourself, depends on your successful solution of this bizarre mystery.

BASIC DECKS AND COMLINK ACCESS

The best way to get started in your quest is to locate the basic hardware—your deck—and the software needed to jack into the public computer network. Having already spent a short time in Chiba before the game begins, you'll find a basic deck with Comlink software waiting for you right where you left it, wherever that is.

Deck hardware and software can be upgraded at several locations in the city. Money is the key factor. Better equipment means better reliability and the capability to carry and use more software—but the price goes up accordingly. Most people in Chiba end up buying their equipment from the used equipment stores, such as Crazy Ed's Used Hardware Emporium. But Ed's has a limited stock, so serious cyberspace gamers hop from Axon Computing, the only local dealer who carries full-blown matrix simulators called "cyberspace decks."

Normal Comlink access requires the use of one of the cyberspace jacks scattered around the city. With a basic deck and Comlink software, you can use these jacks to access computer systems ("bases") all over the world. If you know the Comlink access code for a particular base, you can reach it with the proper level of Comlink software. Low security bases require only Comlink 3.0 for access, but the corporate and government bases with the highest security need the Comlink 6.0 to make a connection. Keep in mind that the cyberspace jacks are used for both Comlink and cyberspace access. Comlink software can get you there, but most bases are protected by passwords. Certain bases will give you a visitor's password in their introductory message, but most passwords must be located by you. Some passwords that you come across will be coded, requiring the use of the Cryptology skill shop to decipher them before they can be used for entry to a base.

As rumors have it, bases can often be penetrated at the lower levels with a new kind of software that allows you to bypass the simpler password systems.

Once you've been admitted to a base at a given level, you have access to everything contained at that level of the base. Many bases have multiple levels of access, each level requiring a different password. If you can log into a database at a higher level after finding its password, you will have access to some of the contents of the database—including secret information. Valuable software can also be downloaded from some of these bases.

You will be automatically charged for your Comlink access time, so use your time wisely because it will be limited by the amount of money you have on your credit chip. When you are logged into a database, time passes at the same rate that it does in the "real world."

CYBERSPACE

Now, you get a cyberspace dock, so if you're across the "main" grid, also known as cyberspace. Hidden from the common users who is limited to accessing bases through the Global system, the cyberspace grid represents information on its own basis. All of the private, corporate, government, and military bases can be reached in cyberspace. Many of these bases can be reached only from cyberspace because they are isolated computers with the highest levels of protection. Visually, cyberspace is a three-dimensional representation of all the bases, which look like geometric shapes. These bases are laid out in specific zones of the horizontal cyberspace grid. In actuality, cyberspace is just an image generated in your house by your cyberspace dock. Without the dock, cyberspace would just be a complex sea of information that humans would never be able to understand.

In operation, you might consider travel in cyberspace to driving around in a city. The streets are represented by the lines of the grid. The buildings are the geometric shapes of the bases. Your car is your cyberspace dock. As you're moving around a city, you can keep driving past the buildings or stop and a star them (if you can get past the security guards).

Speaking of security guards, you may have guessed that you can't just walk right into a base, even though you're entering from cyberspace. Each base is protected by ICE, which is designed to keep unauthorized users from accessing the private information contained in the base.

ICE AND ICEBREAKERS

Bases are protected by ICE—Intelligence Countermeasures Electronics—which acts as an independent, semi-intelligent barrier, keeping outsiders like you from getting inside the base.

However, unlike its name, it doesn't work with their specialized subversive software. The trick is finding the appropriate versions and types of software to break through the ICE before it can adapt its defenses to the attack. There are subtle, slow-acting means that sneak up on an ICE layer and destroy it gradually, as well as brute force subroutines that can crash an ICE layer all at once. There are many different kinds of subversive programs—some good and some bad. You'll also notice that subroutines vary in their effectiveness, but you'll have to experiment on your own to know more about each one.

You'll find that the low security bases are protected by the weakest ICE. By breaking into these, you can develop your abilities, test your software, and generally prepare for stronger and deadlier conflict with medium and high security ICE.

And there's one more on our list you need to know. ICE has a annoying tendency to fight back. In fact, it can kill you.

Certain bases contain a second line of defense—an AI, which stands for “Artificial Intelligence.” Beginning with primitive 19th-century attempts to model human intelligence on computer programs, modern-day AIIs have developed into individual entities capable of being granted citizenship by certain countries.

Specially programmed for the military and for corporations that can afford them, modern AIIs have preeminence and mental capabilities far beyond the humans that originally created them. Doing other tasks, AIIs run large corporations and design the ICE that protects bases in cyberspace.

Because of the potential threat of such an intellectual power, a government agency was formed to keep the AIIs under control. The Turing Registry has the responsibility of watching for signs that any AI might be developing into a dangerous, ultra-intelligent program. While this is responsible with the limited computing facilities available to a single AI, the Turing Registry makes certain that the AIIs are unable to communicate as a group. As soon as an AI is created, the manufacturer is legally bound to register its name, number, and citizenship with Turing. Turing also keeps track of humans suspected of illegally helping AIIs. So far, this has been sufficient to restrain the AIIs.

AIIs are fully capable of defending themselves. Some owners avoid contact with these formidable entities, because cybermink software can't harm them. An AI attack is a unique experience. Outcasts refer to this type of battle, which is waged directly in the brain, as “Battling.” The AI finds a mental attack into the victim's brain, keeping the victim braindead long enough for his physical body to stop functioning.

While it's rumored that there are skull shops available which allow mental combat with AIIs, no one has lived long enough to talk about the details. The late McCoy Proley, who “Dean Flakus” is said to have run into AIIs in three different bases, and supposedly only survived because he found a weakness in each AI. His “posboy” assistant managed to josh Proley out of cyberspace during those flash-moment attacks before his body died. The fourth time, Proley's heart just gave out, and he went to cyberspace. But he was paid handsomely for his labor.

CYBERSPACE SURVIVAL

Survival in the cyberspace environment depends on the skills, equipment, software, and information you're equipped with the earlier phases of the game. You may often find it necessary to return to the Real World because you've run out of money or need a new deck, more software, more information, or you need to move to a new jack location to reach another area of cyberspace.

LIMITATIONS ON CYBERSPACE TRAVEL

There are two primary factors governing the distance that can be travelled at any one time by a cowboy in cyberspace.

JACK RANGE LIMIT There are several cyberspace jacks available in Cyber City. Physically connecting your deck to one of these jacks ("jacking in") determines where you will be located when you enter cyberspace. Most jacks are access only to limited areas of cyberspace, called a "zone." Normally, you can only access areas of cyberspace within the jack's zone limit.

CONNECT TIME How much are fees in Cyber City? Using a cyberspace jack costs money just like the long-distance telephone charges of the 1980s century. This creates another limit on how far you can travel when you're jacked in—and you run out of money on your credit slip—your connection is broken, putting you back in the Real World.

CYBERSPACE DECKS

Cyberspace decks, also called cyberdecks or matrix simulators, are illegal for private use, but certain decks have a liberal definition of private use, and maintain in effect their "independent agencies." Most decks define themselves as independent agencies. If a cowboy can afford it, there are a wide range of matrix simulators available. So many, in fact, that an independent reviewing service known as Consumer Review exists to help people decide which deck to buy.

There are a number of differences between the standard deck, which is legally available to the average consumer, and a deck with cyberspace capability.

SHIELDING Cyberdecks have built-in combat shielding which protects the cyberdeck and its software from ICE attacks.

RAM LIMITS The programs that drive the operating systems in both types of decks, as well as networking and other application software, are enormous in comparison to the size of programs in earlier 386-class computers. Modern deck RAM (Random Access Memory) is highly efficient and can handle a number of these programs with remarkable speed. Decks are continuously powered by an external power supply so that the memory is non-volatile. Once you've downloaded a program, it stays in memory permanently unless the deck is damaged or you erase the software. Some software, however, are not chat programs, consuming themselves after you execute them. Each deck has its own limit of the number of software it can handle. Top-of-the-line decks, such as the Neo-Sentinel Cyberspace Forum, can manage up to 35 programs simultaneously.

ROM CONSTRAINTS Highly illegal and not available to private citizens, trading or otherwise are the ROM Constraints. Each ROM Constraint is a recording of an individual human's personality responses, knowledge, and memories. Constraints are occasionally used by cyberspace operators in the government and large corporations, which is why top-of-the-line cyberspace suits have a slot for a ROM Constraint cartridge.

SKILL CHIPS

Skills, in the form of "skill chips" are available for purchase in Chiba City. Skill chips are implanted directly in the brain jack on the side of your skull, giving you instant access to that particular type of knowledge. For example, the Cryptology skill chip gives you the ability to decipher certain types of coded messages. Skill chips cover a wide range of abilities, ranging from foreign languages to high-tech cyberspace skills.

Skills can be improved through tutorials found in books and training from knowledgeable Chiba citizens. Some skills are improved with experience in using that skill. In general, skills improve your chances of success both in the Real World and in cyberspace. Once you learn a skill, you remember it permanently.

When you want to use a skill chip in a room in the "Real World," you should always use the chip just after you enter the room, before doing anything else—including talking with other people.

A list of skill chips can be found in Appendix A.

BODY SHOP

The Cyber City Body Shop sells a few major fixtures—body part sales and “re-animation.” It’s a weekly market to unfortunate enough to get killed, and has body is found before it rots, it may be taken to the Body Shop for re-animation. This is an expensive process, but the dead cowboy rarely has any tag in the market.

By sheer coincidence, the cost of re-animation almost always equals the amount of money the cowboy was carrying on his credit slip when he died. That’s why smart cowboys keep a little money stashed in their bank accounts.

Body Shops are also handy places to pick up cash. Of course, the drawback is that you have to sell one of your body parts to get the money, but who needs a spleen anyway?

Important body parts, as determined by the Body Shop, will sell for more money. Curiously enough, you’ll find that the important body parts tend to be the same ones that most affect your Characteristic level if you sell them off.

As a public service, the Body Shop replaces any part you sell them with a cheap plastic replacement. Replacement parts are a lot less as good as the real thing, except for their short life. Fortunately, you can buy your parts back when you get the money together, for a higher price, if they’re still available.

LIFE AND DEATH

A wise philosopher once said, “Death is when your constitution fails you. Life is anything above that.” While we hang around the Real World, there’s little chance of losing your constitution, but in cyberspace, it can get whumped on by killer ICE. If you find yourself selling off lots of your flesh at the Body Shop, keep in mind that cheap plastic replacement organs don’t last your system very well, and you won’t ever have as high a constitution as you would with good, natural body parts. You can monitor your constitution by using the “Make” command icon.

A NOTE ABOUT TAKING NOTES

You’ll discover many passwords, lock codes, ID numbers, and other bits of data throughout the game, and you’ll have to search through the information yourself and decide what’s important enough to remember. We’ve provided pages in the back of this manual for notetaking purposes.

CONVERSATIONS

In Talk mode, you can carry on a conversation with other characters in the room through the use of “word balloons.” Word balloons allow you to choose among several responses or questions that are appropriate to the situation in that room. In some cases, you will find an option that reads something like this:

“Tell me about *xxxxxxxxxx*.”

If you think the character you’re talking to knows something about a particular subject, you can ask them about it by typing a word describing that subject. For example, if you want to ask Detroit about skills or skill chips, you could type

“Tell me about *SKILL*.”

Keep in mind that not everyone in Chiba City will want to or be able to answer all of your questions.

YOUR CREDIT CHIP

When the game starts, your Orient Express Credit Chip will contain only six credits. Your credit chip acts like a wallet—it contains the money you want to carry around with you in the city. Your bank account holds the remainder of your funds, which can be downloaded to your credit chip through any of the FAX terminals in Chiba City. While it’s tempting to download all of your funds to your credit chip, it’s not always a good idea—see the “Body Shop” section.

USING THE FAX SYSTEM

FAX booths are conveniently located around the city, providing private citizens with the means to stay current with the rest of the world. The FAX offers a newspaper, the Night City News; a Public BBS (bulletin board system) for personal messages; and banking services through the First Global Bank of Switzerland.

When you operate a FAX terminal, you will be given three access codes and asked for a verification code, which is obtained from the FAX Verification Codebook included with the game. See your reference card for details.